Meiassis Dragon

THE BARONY OF DRAGONSSPINE

July

A.S XLIX

Inside...

- Events! Events! Events!
- Need a job? We have a few!
- Riddles, Sagas, and Sonnets—oh my!

Stag's Blood! - The time is Nigh!

Greetings unto the mighty warriors of the Outlands!

The time draws near to name a new captain of the Stag's Blood! The tournament will be held at Keepers of Drystone in the Shire of Drygestan.

Be prepared with your gauntlets and multiple weapons. See the scenarios below for details.

The tournament will begin as a speed-snowball to determine who will vie for captain along with there melee team. Once teams are determined, we will run as many of these scenarios as the group desires. Points will be assigned to determine the winner.

Scenarios:

Thermopile - Gate Defense

A coin will be flipped to determine who shall defend and who will assault first.

The Defending Team - You are Leonidas I and you lead a host of Spartans defending the narrow pass at Thermopile. Your team can use any weapons but have no resurrections, save your captain who has one. The goal is to defend the pass as long as you can. Time will stop when all of the Spartans are dead.

The Assaulting Team - You are Xerxes and lead the massive Persian Host! Your team is restricted to weapons 6'and under during the battle. Your team has unlimited resurrections.

Your goal is to kill the Spartans to the man in the fastest time possible.

At the 5 minute, if reached, the Captains of each team shall fight in single combat.

If Sparta/Leonidas I wins the melee continues to the last man. If Persia/Xerxes wins, the "goat path" will open giving access to the flank.

Victory Conditions: Longest Defense time = 3 points

Win a Champion fight = 1 point

Hastings - Broken Field/Control Points

Whichever team Defended first in the previous scenario shall now Assault first.

The Defending Team - You are Harold Godwinson and you lead the army of Saxons in the defense of Hastings and the whole of England beyond. You must take the high ground and hold it against William the Bastard! You will be permitted only sword and shield and weapons 6' and longer. You must occupy 3 control points during a 20 minute resurrection battle. Points will be counted for the number of control points you are in possession of at 5 minute intervals. At the end of 20 Minutes, the resurrection points will close on your side and it will be to the last man.

The Assaulting Team - You are William of Normandy, call "the Bastard", and you have crossed the English channel with a host of Normans to take England for your own!

During this 20 minute resurrection battle you will attempt to take possession of 3 control points on a broken field. Points will be awarded to you at 5 minute intervals.

At the end of 20 minutes, the battle will be to the last man and your army will have

2 resurrections left.

Victory Conditions:
Control Points at Intervals = 1 point each

Win to the Last Man = 3 points

Bannockburn - Champion/River Ford

Whichever team Defended first in the previous scenario shall now Assault first.

The Defending Team - You are Edward II and you have come to relieve Sterling castle from siege by the Scotts. At the start, you will send out a champion to fight with a 6' spear. Once that battle is finished the fight for the River ford will begin.

The River can be crossed in two places. This will be to the last man.

The Assaulting Team - You are Robert the Bruce fighting for your freedom and sovereignty.

At the start, you will send out a champion to fight with a 4' axe. Once that battle is finished the fight for the River ford will begin. The River can be crossed in two places. This will be to the last man.

Both teams must stay back behind the marshal until the completion of the Champion Battle.

Once it is done, a signal will be given and the armies can advance.

Each Team will keep a fourth of their respective force in reserve. After 2 minutes, they will have the opportunity to use this reserve at anytime.

Once you enter the ford, Unbelts must go to their knees but Knights may stay afoot.

If a knight is struck a telling blow he will resurrect immediately but must fight from his knees. This is done to simulate use of mounts in a ford scenario and the loss of a horse in the ford.

Victory conditions:
Win to Last Man = 3 points

Win a Champion Fight = 2 points

We will run each scenario twice to allow for switching of sides. However we will judge the will to continue after each scenario and will call the winner if the group wishes to stop.

Clarification of scenarios will be made on site.

Tournament and melees open to any authorized heavy fighter.

See you there!

Lord Rowland Grey of Lincolnshire

Sonnet #2—by William Shakespeare

Look in thy glass and tell the face thou viewest
Now is the time that face should form another;
Whose fresh repair if now thou not renewest,
Thou dost beguile the world, unbless some mother.
For where is she so fair whose uneared womb
Disdains the tillage of thy husbandry?
Or who is he so fond will be the tomb
Of his self-love, to stop posterity?
Thou art thy mother's glass and she in thee
Calls back the lovely April of her prime;
So thou through windows of thine age shalt see,
Despite of wrinkles, this thy golden time.
But if thou live, remembered not to be,
Die single and thine image dies with thee.

The youth is urged once more to look to posterity and to bless the world by begetting children. No woman, however beautiful, would disdain to have him as a mate. Just as he reflects his mother's beauty, showing how lovely she was in her prime, so a child of his would be a record of his own beauty. In his old age he could look on this child and see an image of what he once was. But if he chooses to remain single, everything will perish world, and Nature, which will keep an account of what he does with his life.

Upcoming Events

12 July Citadel Hastilude—Southern Pass

17-21 July Keepers of Dry Stone—Drygestan

18-20 July Fighters Folly—Cearthe

25-27 July Here there will be Dragons—Plattefordham

27 July Ranger Tournament—Dragonsspine

26 Jul-10 Aug Pennisc War—Aethelmarc

2 Aug Champions and Investiture—Dragonsspine

9 Aug Southern A&S Collegium—al-Barran

9 Aug St. Sebastians—Hawk's Hollow

15-18 Aug Crown—Dragonsspine

27 Aug—1 Sept Battlemoor—Northern Outlands

29 Aug—1 Sept Cooks Collegium—Northshield

5-7 Sept Longs Peak Scottish/Irish Festival—Hawk's Hollow

6 Sept Mountain Pas & Highland Games—Bryngolau

11-14 Sept Academy of Grace and Valor—Caerthe

12-14 Sept Clan Wars—Nahrun Kabirun

20-21 Sept Santa Fe Ren Fair Demo—Drygestan

26-28 Sept al-Barran Champions—al-Barran

4 Oct Aarquelle Defender—Aarquelle

11 Oct Sworded Affair—al-Barran

25 Oct Just Desserts—Caerthe

Around the Outlands

On August 2, A.S. 40 (2014) the Barony of Dragonsspine will wish Baron Herbert and Baroness Keterlyn a fond fair well as they move on to new adventures and welcome the next Baron and Baroness of Dragonsspine. The new Baron and Baroness will have the pleasure of watching their fighters vie for the honor of Baronial Warlord (heavy weapons), Baronial Defender (rapier), and the Shield of Honor (most chivalry and honor on the field). Bring your sunscreen, water and a picnic lunch for a fun filled and exciting day in the park.

Please be aware that the closet food is 10 miles away!

No Glass!!! No Fires!!!
Site is DRY!!

August 2, 2014

Homestead Ranch Park

16444 Gollihar Road

Peyton, CO 80831

Event steward: Kiara Loftus (Therese Hofheins) kiara.loftus@yahoo.com and Gianni Sangermano (Jason Sangermano) giannisangermano@yahoo.com

Site fee: $5 adult (16 and older); $0 child (15 and younger); $5 non-member adult surcharge

Please make checks payable to "SCA- Dragonsspine"

Directions:

Take best route to I-25 toward Colorado Springs, CO. Take the Woodmen Road exit 149, turn East on Woodmen Road. Follow Woodman for about 13 miles to Highway 24. Turn North (left) on Highway 24. Follow Highway 24 for 5 miles to Elbert Road. Turn left onto Elbert Road. Follow Elbert Road for 5 miles, make a sharp right onto Sweet Road. Stay on Sweet Road for about 2 miles. Turn left onto Gollihar Road. The park will be at the end of Gollihar Road.

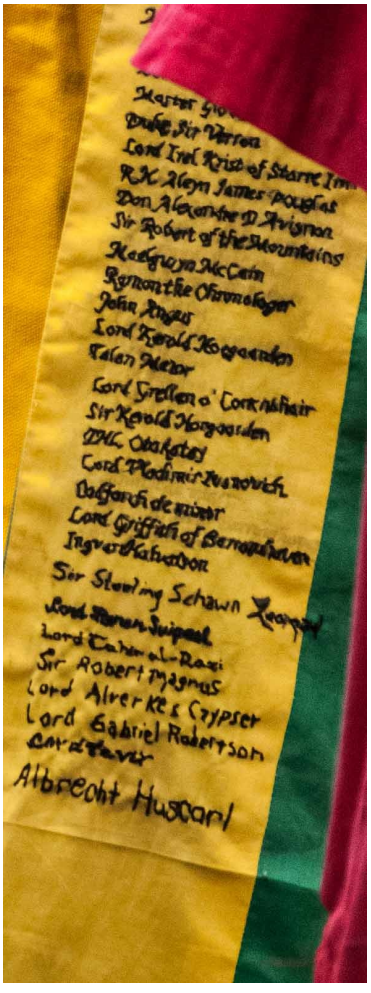
Dragonsspine Ranger Tournament

July 27, 2014

Site is FREE and opens at 1

Join the current Dragonsspine Ranger for an afternoon of fun and excitement to decide the next Ranger. We are sure that Lord Brutus will have a challenging competition planned. Bring your bow, your skill, your sunscreen and water for an afternoon of challenge and fun.

Directions:
Take you best route to the intersection of Woodmen Road and Powers Blvd. Travel east on Woodmen to the next intersection/stop light which is Black Forest Road. Travel North on Black Forest Road until you see McFerren Road on your right. Travel east on McFerran until you reach the stop sign at the corner of Hungate Road. The open field on your left is where the tournament will be held.



Around the Outlands

Fall Crown Tournament 2014

As War approaches it is time to choose a new prince, Who, with our King will lead us into battle.

Join the Crown of the Outlands in Tournament to choose the heir to the Stag Throne!

Hosted by the Barony of Dragonsspine

Located at:

El Paso County Fairgrounds

366 10th Street

Calhan, CO 80808

Site Opens: Aug 15, 2014 5 pm

Closes: August 17, 2014 at 7pm

Feast the evening of Aug 16th

Feast-o-crat THL Bronwen of Hindscroft

Full Weekend $20.00 Adult
$15.00 Child (6-12)

Single Day $15.00 Adult
$10.00 Child (6-12)

Children under 5 Free

Feast $10.00 per Person

Autocrats:

Sir Alaric Razvedchikov
alaric_ksca@yahoo.com

Ceara MacElea
cmdcatlady@yahoo.com

Camping Pre-Registration Ends: August 1, 2014

Feast Pre-Registration Ends: July 25, 2014

Please mail pre-registration to:

Barony of Dragonsspine

P.O. Box 374

Colorado Springs, CO 80901

Please see our website at: http://tinyurl.com/pe6ozyq

or find us on Facebook for more information.

Please join us for Feast at Fall Crown - Saturday August 16th - Prepared by THL Bronwen of Hindscroft

Preregistration is required and ends on July 25th.

Feast Menu is as Follows:

On the table:
Breads, crackers, cheeses and fruits served with a savory toasted cheese, herbed and honey butters

First course:
Zervalat -- a sausage made with pork and beef & A Cheese Pie with Pears Summer greens

Second Course:
Tortellini with herbs and cheese, Tortellini with meat, as well as Cornish game hens in a lemon sauce and Saffron rice with Glazed Carrots

Third Course:
Roast Beast in Grape Sauce with Lentils, Barley and Roasted Root Vegetables

Fourth Course:
Blancmange with Strawberry Sauce served with Gauffres (wafers) and a Pomesmoille (apple pudding)

Please send registration information to:

Barony of Dragonsspine - Crown
P.O. Box 374
Colorado Springs, CO 80901

Guest Instructor at TASC August 9th

You don't want to miss this announcement!

One of the GREATEST fighters in the SCA will be gracing T.A.S.C this summer, and YOU have a chance to soak up his skills and knowledge!

Duke Tomukiwill be teaching a class on tactics, strategy and preparing for tourney fights.

His skill and love of fighting makes him one of the most requested teachers in many kingdoms..don't miss this RARE opportunity to greatly improve your fighting skills.

CLASS SIZE IS LIMITED TO 25 STUDENTS. You snooze, you loose! Pre-registration is $40 until July 24th. After that the fee goes up to $50. Your fee includes the class, plus food and drink provided by T.A.S.C after class. There will be an open gym the next day (10 a.m.) for you to practice your hard earned skills.

Battlemoor is only 8 weeks away. Don't forget to pre-register! Pre-registration closes August 4, 2014. The website is Battlemoor - Moutain Crusades

www.battlemoor.org

Around the Outlands

Created to celebrate the barony's 16th birthday, the quiz has been updated to test your knowledge in this 28th year of our barony. With the SCA's 50th anniversary just around the corner, take a few moments to test your knowledge and celebrate the long history of our society and barony. Come back next month to see the answer! Do you have suggestions for future articles? Please contact Lyssa at leofsige@yahoo.com.
Match the kingdom to the year it was founded.

1.Æthelmearc	A. February, A.S. 18 (1984)
2. An Tir	B. January, A.S. 12 (1978)
3. Ansteorra	C. January, A.S. 16 (1982)
4. Artemisia	D. January, A.S. 5 (1971)
5. Atenveldt	E. July, A.S. 32 (1997)
6. Atlantia	F. July, A.S. 37 (2002)
7. Caid	G. June, A.S. 13 (1978)
8. Calontir	H. June, A.S. 14 (1979)
9. Drachenwald	I. June, A.S. 21 (1986)
10. Ealdormere	J. June, A.S. 28 (1993)
11. East Kingdom	K. June, A.S. 3 (1968)
12. Gleann Abhann	L. May 1, A.S. 1 (1966)
13. Lochac	M. May, A.S. 16 (1981)
14. Meridies	N. November, A.S. 40 (2005)
15. Middle Kingdom	O. October, A.S. 33 (1998)
16. Northshield	P. October, A.S. 39(2004)
17. Outlands	Q. September A.S. 20 (1985)
18. Trimaris	R. September, A.S. 32 (1997)
19. West Kingdom	S. September, A.S. 4 (1969)

1. _____ 11. _____
2. _____ 12. _____
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8. _____ 18. _____
9. _____ 19. _____
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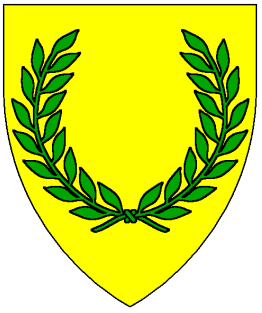


Dancing with the Pennsic Stars

Have you heard the rumors? Could it be true? Are Royals from around the Known World competing at Pennsic to see who can best master the art of European Dance? Why, yes! Yes, they are!

On Midnight Madness Wednesday, August 6, THL Margherita Battistina and the Pennsic School of European Dance are sponsoring Dancing with the Pennsic Stars. Come out to the European Dance Pavilion at 9pm and watch the biggest and brightest stars of the SCA compete in a Renaissance dance competition! Royals from the Midrealm, Atlantia, Ealdomere and An Tir - joined by dancers from Meridies, Midrealm, Ealdomere and the East will perform several Renaissance dances they have learned this war, competing for judges points and your votes. (Don't see your kingdom represented? There is one more slot open!)

Want to know more? Check out our webpage, dwtps.aands.org, for details about this competition, or like our Facebook page, for the latest updates.

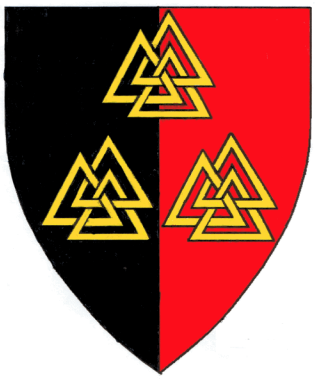
Kolgrim will be giving his answer for his offer of elevation to the order of Chivalry at Battlemoor. There will be a vigil at Battlemoor as well. More information will be posted as we get closer to the event.

For those folks who can't make it to Battlemoor in order to give Kolgrim their counsel, there will be a vigil held at TASC in Denver on July 12th starting at 6:00pm. Garb is greatly appreciated.

Any questions can be directed to Kolgrim, myself, Mistress Thorhalla, or Baroness Meadhbh.

Thank you!

Lady Danielle



Dirty Dozen at Dragonsspine Investiture...

Greetings!

I am pleased to sponsor a Dirty Dozen Donation Derby (aka 4D) at Dragonsspine Champions and Investiture in three months time, August 2, 2014. The 4D was created in the Principality of Tir Righ, Kingdom of An Tir, as a way to encourage the creation of largess through friendly competition. As a way to celebrate and welcome our next Coronet and fill their largess needs in advance of Battlemoor, I thought our people might be inspired as well.

Basic Rules

All entrants must create 12 items that are suitable for largesse and based on a theme chosen by the entrant. Here are some suggestions to get you started but don't feel limited. Your chosen theme should inspire you to create as your artistic whim directs.

12 needle books

12 hats from the same or different periods

12 items from a specific time period or country

12 children's toys

12 pair of socks (note: 12 socks would be 6 pair)

Entry is open to everyone. Participants from other groups are encouraged and welcome. Entrants may be individuals who provide 12 items or several people may form a team to make 12 items.

Requirements

All entries must be tagged and ready to be gifted the day of the competition. Tags should include your name, your group, what the item is, and the materials (wool, cotton, etc).

Items that can cause concern due to allergies or travel safety (food, scented items, liquids, etc) are not allowed.

Items do not need to be documentable and no documentation is required. This isn't an Arts and Sciences competition. It's a way to share our skills and talents to encourage and inspire others while supporting our nobles.

Items should not have specific heraldry on them though use of heraldic elements and colors is not restricted.

Please consider the needs of small items and package so they may be transported and presented safely.

Judging and Prizes

Items will be judged by populace choice. Each entrant's display will have a cup placed next to it and anyone may put a provided token into the accompanying cup to denote their choice.

The entrant with the most tokens in their cup at the end of the day chooses one item from any one of the other entries as a prize. Each entrant then chooses from the remaining entries according to how many tokens they received (largest to smallest number). Each entry may only be chosen once as a prize. If several people form a team, one representative of the team will choose one item as a prize for their entire team.

The remaining 11 items from each entry will be split between Their Excellencies Dragonsspine and Their Majesties.

Feeling ambitious? Over the Top prizes will be available for any individual creating 6

dozens or more. Team entrants are not eligible. Individuals only. If you're trying for OTT, please let me know so we can be prepared.

Registration is not required but if you are planning to participate drop me a note so I can be sure we have sufficient space for display. The display will be manned during the day but there won't be space available to sit with your entry. Please contact me with questions. More information on 4D and inspiration from other derbies may be found in the 4D group: https://www.facebook.com/groups/520009888022124/. Additional inspiration is available on Pinterest: http://www.pinterest.com/leofsige/dirty-dozen-donation-derby-ideas/. Please share this with other groups/lists as appropriate.

In Service,
THL Lêofsige Õ Caoimh known as Lyssa
Barony of Dragonsspine

Egil's Saga—Part Three

Egil's Saga is an Icelandic saga. The oldest transcript (a fragment) dates back to 1240 AD. The saga is centered on the life of Egill Skallagrímsson, also known as Egil Skallagrimsson, an Icelandic farmer, viking and skald. It is generally referred to as Egla by Icelandic scholars. The saga is the only source of information on the exploits of Egill whose life is not historically recorded. Stylistic and other similarities between Egil's Saga and Heimskringla have led many scholars to believe that they were the work of the same author, Snorri Sturluson. Currently Thorolf has agreed to serve the king, an epic battle has occurred.

Chapter 10 - Thorolf in Finmark.

In the winter Thorolf took his way up to the fells with a large force of not less than ninety men, whereas before it had been the wont of the king's stewards to have thirty men, and sometimes fewer. He took with him plenty of wares for trading. At once he appointed a meeting with the Finns, took of them the tribute, and held a fair with them. All was managed with goodwill and friendship, though not without fear on the Finns' side. Far and wide about Finmark did he travel; but when he reached the fells eastward, he heard that the Kylfings were come from the east, and were there for trading with the Finns, but in some places for plunder also. Thorolf set Finns to spy out the movements of the Kylfings, and he followed after to search for them, and came upon thirty men in one den, all of whom he slew, letting none escape. Afterwards he found together fifteen or twenty. In all they slew near upon a hundred, and took immense booty, and returned in the spring after doing this.

Thorolf then went to his estates at Sandness, and remained there through the spring. He had a long-ship built, large, and with a dragon's head, fitted out in the best style; this he took with him from the north. Thorolf gathered great stores of what there was in Halogaland, employing his men after the herrings and in other fishing; seal-hunting there was too in abundance, and egg-gathering, and all such provision he had brought to him. Never had he fewer freedmen about his home than a hundred; he was open-handed and liberal, and readily made friends with the great, and with all that were near him. A mighty man he became, and he bestowed much care on his ships, equipment, and weapons.

Chapter 11 - The king feasts with Thorolf.

King Harold went that summer to Halogaland, and banquets were made ready against his coming, both where his estates were, and also by barons and powerful landowners. Thorolf prepared a banquet for the king at great cost; it was fixed for when the king should come there. To this he bade a numerous company, the best men that could be found. The king had about three hundred men with him when he came to the banquet, but Thorolf had five hundred present. Thorolf had caused a large granary to be fitted up where the drinking should be, for there was no hall large enough to contain all that multitude. And all around the building shields were hung.

The king sate in the high seat; but when the foremost bench was filled, then the king looked round, and he turned red, but spoke not, and men thought they could see he was angry. The banquet was magnificent, and all the viands of the best. The king, however, was gloomy; he remained there three nights, as had been intended. On the day when the king was to leave Thorolf went to him, and offered that they should go together down to the strand. The king did so, and there, moored off the land, floated that dragon-ship which Thorolf had had built, with tent and tackling complete. Thorolf gave the ship to the king, and prayed the king to believe that he had gathered such numbers for this end, to show the king honour, and not to enter into rivalry with him. The king took Thorolf's words well, and then became merry and cheerful. Many added their good word, saying (as was true) that the banquet was most splendid, and the farewell escort magnificent, and that the king gained much strength by such men. Then they parted with much affection.

The king went northwards through Halogaland as he had purposed, and returned south as summer wore on. He went to yet other banquets there that were prepared for him.

Chapter 12 - Hildirida's sons talk with Harold.

Hildirida's sons went to the king and bade him to a three nights' banquet. The king accepted their bidding, and fixed when he would come. So at the appointed time he and his train came thither. The company was not numerous, but the feast went off very well, and the king was quite cheerful. Harek entered into talk with the king, and their talk turned on this, that he asked about the king's journeys in those parts during the summer.

The king answered his questions, and said that all had received him well, each after his means.

'Great will have been the difference,' said Harek,

Egil's Saga—Part Three...continued

'and at Torgar the company at the banquet will have been the most numerous.'

The king said that it was so.

Harek said: 'That was to be looked for, because on that banquet most was spent; and thou, O king, hadst great luck in matters so turning out that thy life was not endangered. The end was as was likely; thou wert very wise and very fortunate; for thou at once suspectedst all was not for good on seeing the numerous company there gathered; but (as I am told) thou madest all thy men remain armed constantly and keep watch and ward night and day.'

The king looked at him and said: 'Why speakest thou thus, Harek? What canst thou tell of this?'

Harek answered: 'May I speak with permission what I please?'

'Speak,' said the king.

'This I judge,' said Harek, 'that thou wouldst not deem it to be well, if thou, O king, heardest every one's words, what men say when speaking their minds freely at home, how they think that it is a tyranny thou exercisest over all people. But the plain truth is, O king, that to rise against thee the people lack nothing but boldness and a leader. Nor is it wonderful in a man like Thorolf that he thinks himself above everyone; he wants not for strength and comeliness; he keeps a guard round him like a king; he has wealth in plenty, even though he had but what is truly his, but besides that he holds others' property equally at his disposal with his own. Thou, too, hast bestowed on him large grants, and he had now made all ready to repay them with ill. For this is the truth that I tell thee: when it was learnt that thou wert coming north to Halogaland with no more force than three hundred men, the counsel of people here was that an army should assemble and take thy life, O king, and the lives of all thy force. And Thorolf was head of these counsels, and it was offered him that he should be king over the Halogalanders and Naumdalesmen. Then he went in and out of each firth and round all the islands, and got together every man he could find and every weapon, and it was no secret that this army was to muster for battle against king Harold. But the truth is, O king, that though thou hadst somewhat less force than those who met thee, yet the farmer folk took flight when they saw thy fleet. Then this counsel was adopted, to meet thee with friendly show and bid thee to a banquet: but it was intended, when thou wert well drunk and lying asleep, to attack thee with fire and weapon. And here is a proof whether I am rightly informed; ye were led into a granary because Thorolf was loth to burn up his new and beautiful hall; and a further proof is that every room was full of weapons and armour. But when all their devices against thee miscarried, then they chose the best course they could; they hushed up their former purpose. And I doubt not that all may deny this counsel, because few, methinks, know themselves guiltless, were the truth to come out. Now this is my counsel, O king, that thou keep Thorolf near thee, and let him be in thy guard, and bear thy standard, and be in the forecastle of thy ship; for this duty no man is fitter. Or if thou wilt have him to be a baron, then give him a grant southwards in the Firths, where are all his family: thou mayest then keep an eye on him, that he make not himself too great for thee. But the business here in Halogaland put thou into the hands of men who are moderate and will serve thee faithfully, and have kinsfolk here, men whose relatives have had the same work here before. We two brothers are ready and willing for such service as thou wilt use us in; our father long had the king's business here, and it prospered in his hands. It is difficult, O king, to place men as managers here, because thou wilt seldom come hither thyself. The strength of the land is too little to need thy coming with an army, yet thou must not come hither again with few followers, for there are here many disloyal people.'

The king was very angry at these words, but he spoke quietly, as was always his wont when he heard tidings of great import. He asked whether Thorolf were at home at Torgar. Harek said this was not likely.

'Thorolf,' said he, 'is too wise to be in the way of thy followers, O king, for he must guess that all will not be so close but thou wilt get to know these things. He went north to Alost as soon as he heard that thou wert on thy way south.'

The king spoke little about this matter before other men; but it was easy to see that he inclined to believe the words that had been spoken.

After this the king went his way, Hildirida's sons giving him honourable escort with gifts at parting, while he promised them his friendship. The brothers made themselves an errand into Naumdale, and so went round about as to cross the king's path now and again; he always received their words well.

Egil's Saga—Part Three...continued

Chapter 13 - Thorgils goes to the king.

There was a man named Thorgils Yeller, a house-carle of Thorolf's, honoured above all the rest of his household; he had followed Thorolf in his roving voyages as fore-castle man and standard -bearer. He had been in Hafr's Firth, in the fleet of king Harold, and was then steering the very ship that Thorolf had used in his roving. Thorgils was strong of body and right bold of heart; the king had bestowed on him friendly gifts after the battle, and promised him his friendship. Thorgils was manager at Torgar, and bore rule there when Thorolf was not at home.

Before Thorolf went away this time he had counted over all the king's tribute that he had brought from the fells, and he put it in Thorgils' hand, bidding him convey it to the king, if he himself came not home before the king returned south. So Thorgils made ready a large ship of burden belonging to Thorolf, and put the tribute on board, and taking about twenty men sailed southward after the king, and found him in Naumdale.

But when Thorgils met the king he gave him greeting from Thorolf, and said that he was come thither with the Finns' tribute sent by Thorolf. The king looked at him, but answered never a word, and all saw that he was angry. Thorgils then went away, thinking to find a better time to speak with the king; he sought Aulvir Hnuf, and told him what had passed, and asked him if he knew what was the matter.

'That do I not,' said he; 'but this I have marked, that, since we were at Leka, the king is silent every time Thorolf is mentioned, and I suspect he has been slandered. This I know of Hildirida's sons, that they were long in conference with the king, and it is easy to see from their words that they are Thorolf's enemies. But I will soon be certain about this from the king himself.'

Thereupon Aulvir went to the king, and said: 'Here is come Thorgils Yeller thy friend, with the tribute which is thine; and the tribute is much larger than it has been before, and far better wares. He is eager to be on his way; be so good, O king, as to go and see it; for never have been seen such good gray furs.'

The king answered not, but he went to where the ship lay. Thorgils at once set forth the furs and showed them to the king. And when the king saw that it was true, that the tribute was much larger and better, his brows somewhat cleared, and Thorgils got speech with him. He brought the king some bearskins which Thorolf sent him, and other valuables besides, which he had gotten upon the fells. So the king brightened up, and asked tidings of the journey of Thorolf and his company. Thorgils told it all in detail.

Then said the king: 'Great pity is it Thorolf should be unfaithful to me and plot my death.'

Then answered many who stood by, and all with one mind, that it was a slander of wicked men if such words had been spoken, and Thorolf would be found guiltless. The king said he would prefer to believe this. Then was the king cheerful in all his talk with Thorgils, and they parted friends.

But when Thorgils met Thorolf he told him all that had happened.

Chapter 14 - Thorolf again in Finmark.

That winter Thorolf went again to Finmark, taking with him about a hundred men. As before, he held a fair with the Finns, and travelled far and wide over Finmark. But when he reached the far east, and his coming was heard of, then came to him some Kvens, saying that they were sent by Faravid, king of Kvenland, because the Kiriales were harrying his land; and his message was that Thorolf should go thither and bear him help; and further that Thorolf should have a share of the booty equal to the king's share, and each of his men as much as two Kvens. With the Kvens the law was that the king should have one-third as compared with his men when the booty was shared, and beyond that, as reserved for him, all bearskins and sables. Thorolf put this proposal before his men, giving them the choice to go or not; and the more part chose to venture it, as the prize was so great. This is was decided that they should go eastwards with the messengers.

Finmark is a wide tract; it is bounded westwards by the sea, wherefrom large firths run in; by sea also northwards and round to the east; but southwards lies Norway; and Finmark stretches along nearly all the inland region to the south, as also does Halogaland outside. But eastwards from Naumdale is Jamtaland, then Helsingjaland and Kvenland, then Finland, then Kirialaland; along all these lands to the north lies Finmark, and there are wide inhabited fell-districts, some in dales, some by lakes. The lakes of Finmark are wonderfully large, and by the lakes there are extensive forests. But high fells lie behind from end to end of the Mark, and this ridge is called Keels.

But when Thorolf came to Kvenland and met king Faravid, they made them ready for their march, being three hundred of the kings men and a fourth hundred Norsemen. And they went by the upper way over

Egil's Saga—Part Three...the conclusion

Finmark, and came where the Kiriales were on the fell, the same who had before harried the Kvens. These, when they were aware of the enemy, gathered themselves and advanced to meet them, expecting victory as heretofore. But, on the battle being joined, the Norsemen charged furiously forwards, bearing shields stronger than those of the Kvens; the slaughter turned to be in the Kiriales' ranks many fell, some fled. King Faravid and Thorolf took there immense wealth of spoil, and returned to Kvenland, whence afterwards Thorolf and his men came to Finmark, he and Faravid parting in friendship.

Thorolf came down from the fell to Vefsnir; then went first to his farm at Sandness, stayed there awhile, and in spring went with his men north to Torgar.

But when he came there, it was told him how Hildirida's sons had been that winter at Throndheim with king Harold, and that they would not spare to slander Thorolf with the king; and it was much questioned what grounds they had had for their slander. Thorolf answered thus: 'The king will not believe this, though such lies be laid before him; for there are no grounds for my turning traitor to him, when he has done me much good and no evil. And so far from wishing to do him harm (though I had the choice), I would much rather be a baron of his than be called king, when some other fellow-countrymen might rise and make me his thrall.'

Chapter 15 - King Harold and Harek.

Hildirida's sons had been that winter with king Harold, and in their company twelve men of their own household and neighbours. The brothers were often talking with the king, and they still spoke in the same way of Thorolf. Harek asked: 'Didst thou like well, O king, the Finns' tribute which Thorolf sent thee?'

'I did,' said the king.

'Then wouldst thou have been surprised,' said he, 'if thou hadst received all that belonged to thee! But it was far from being so; Thorolf kept for himself the larger share. He sent thee three bearskins, but I know for certain that he kept back thirty that were by right thine; and I guess it was the same with other things. This will prove true, O king, that, if thou put the stewardship into the hand of myself and my brother, we shall bring thee more wealth.'

And to all that they said about Thorolf their comrades bore witness, wherefore the king was exceeding angry.

Exeter Riddle #7

Silent is my dress when I step across the earth,
reside in my house, or ruffle the waters.
Sometimes my adornments and this high windy air
left me over the living of men,
the power of the clouds carries me far
over all people. My white pinions
resound very loudly, ring with a melody,
sing out clearly, when I sleep not on
the soil or settle on grey waters - a travelling spirit.

Exeter Riddle #8

I've one mouth but many voices;
I dissemble and often change my tune;
I declaim my deathless melodies
and don't refrain from my refrain.
Aged evening-songster, I entertain
men in their homes by rehearsing
my whole repertoire; they sit, bowed down,
quiet in their houses. Guess my name,
I who mimic the jester's japes
as loudly as I can, and rejoice men
with choicest songs in various voices.

Exeter Riddle #9

In former days my mother and father
forsook me for dead, for the fullness of life
was not yet within me. But a kinswomen
graciously fitted me out in soft garments,
as kind to me as to her own children,
tended and took me under her wing;
until under shelter, unlike her kin,
I matured as a mighty bird (as was my fate).
My guardian then fed me until I could fly
and wander more widely on my
excursions; she had the less of her own
sons and daughters by what she did thus.

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- Collin

Rapier Guard:

- Lord Anton du Vallier, Captain
- Doña Alexandria Morgan
- Lord Conall Mac an Druaidh
- Veronica Francesco

Archery Guard:

- Countess Eórann O'Connor, Captain
- THL Lêofsige Õ Caoimh (aka Lyssa)
- Sander von Zeitz

Ladies-in-Waiting:

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The SCA is a non-profit, educational organization dedicated to learning more about the Middle Ages through reenactment. There are SCA chapters worldwide and they hold regular feasts, tournaments, balls and battles.

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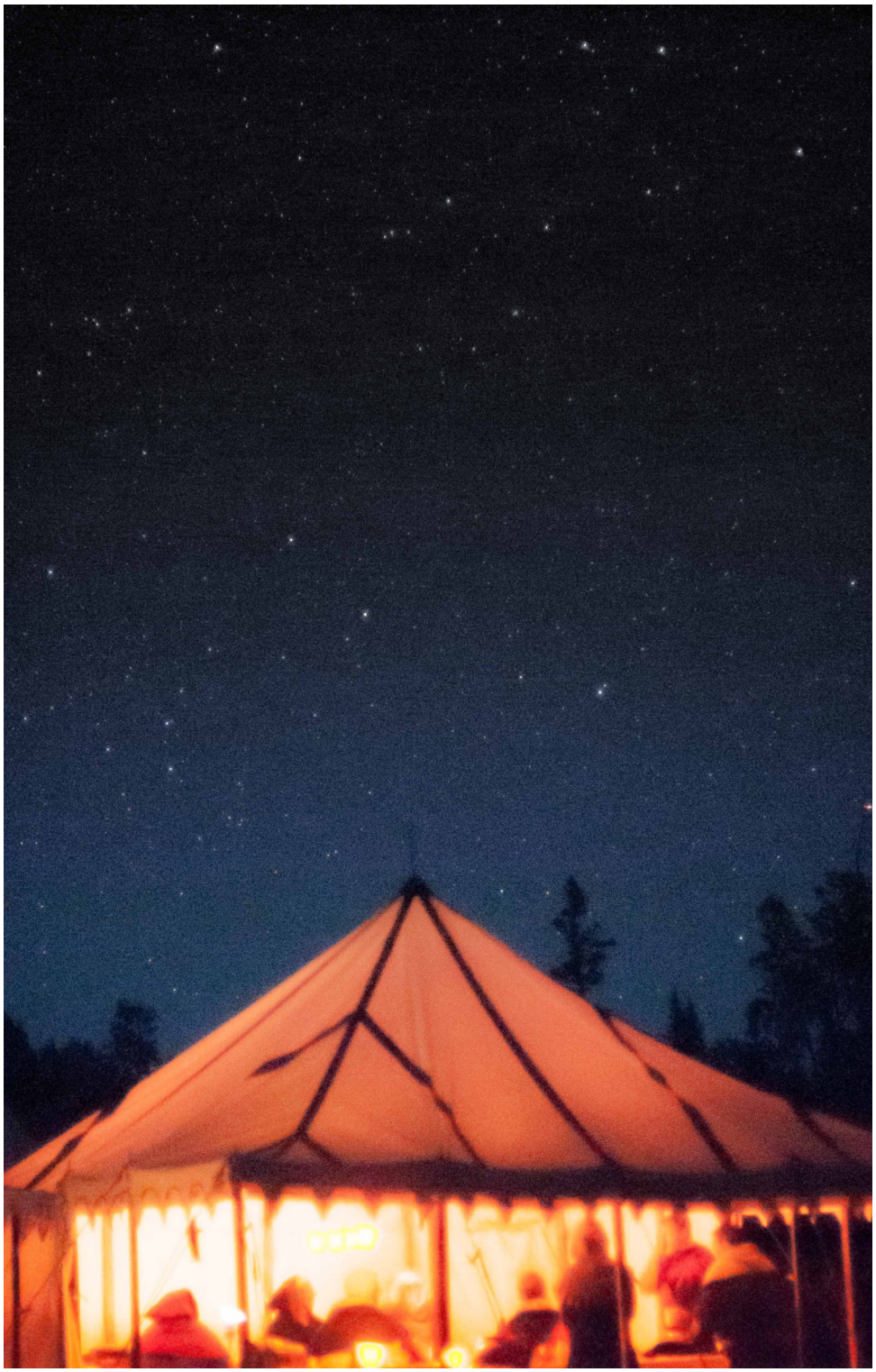
The back pages picture—what have you missed?



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